

**Abstract**

Described is a system and method for providing a synchronization pattern in a communication system. The method includes generating a synchronization pattern with good randomness properties; packing a signal for transmission with  $m$  headers, each 5 header consisting of the synchronization pattern  $1/m$  symbol-time shifted from the previous header; and transmitting the signal. A further method provides for the sampling the transmitted signal with  $m$  headers of symbol-time shifted synchronization patterns; and determining symbol timing offset by computing and reordering correlation peaks from the synchronization patterns. A system includes a transmitting system, a receiving 10 system, and a data channel. The transmitted signal includes  $m$  headers with  $1/m$  symbol-time shifted synchronization patterns. The receiving system undersamples the transmitted signal with  $m$  synchronization patterns to simulate an oversampled synchronization pattern.

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